



Innovation – Everybody’s Business

Overview

Use creativity to develop innovative strategies for your workplace. Develop critical thinking strategies that promote innovative approaches to new and existing problems that will prompt your workforce to see issues in a new light that can lead to enhanced productivity, creative thinking, and problem solving.

Learning Objectives

- Learn to master the seven essential I-Skills
- Unleash the “mindset, skillset, and toolset of the innovator”
- Learn to anticipate and rise to the challenges your agency faces in today's economy
- Develop your own personal innovation strategy
- Discover ways to assault your assumptions at the personal and agency levels
- Build tools for creating your own personal job satisfaction

Course Materials

- Participant workbook
- Presenter slides and outlines
- Case Studies and Media as appropriate
- Role play scenarios
- Post training assessment

Room Requirements

- Internet access for presenter
- Screen
- Projector (if not ceiling mounted then a table or cart will need to be provided)
- Training room must be able to comfortably accommodate the number of participants plus room to move around for various activities)
- Round tables or pods, small table for presenter’s materials, chairs for all participants
- One Flip chart and easel for each round table (for small group work) and markers

Additional Requirements

- Elevate will choose training facilitators whose background and expertise will support the subject matter and goals of SSA
- Instructors will use a variety of instructional methods including lecture, group projects, discussion, and role play
- Participants are expected to be actively engaged in the learning process

Course Agenda (one day)

Module 1: How to prioritize

- The 80/20 Rule or Pareto Principle
- Make Innovation Your Business
- The I-Skill Principles—Innovation is not something you do after you get your work done. It's how you approach your work
- Your Personal Innovation Strategy—Four critical components for making yourself harder to replace

Module 2: The Seven Fundamental I-Skills

- Add Value to Every Task and Project—The opportunity mindset
- Become an Assumption Assaulter—blast away at personal and organizational beliefs that block progress
- Cultivate A Passion for the End Customer—Everything you create is your product and everything product has a customer
- Think Ahead of the Curve-how to spot trends, anticipate threats, and discover hidden opportunities
- Become an Idea Factory—How to produce an abundance of great ideas even if you are not creative
- Become a Standout Collaborator—Get your team motivated and get new initiatives done
- Build the Buy-In for New Ideas—Tools and techniques for selling your innovations to co-workers, the boss, and the end customer

Each of the Seven Fundamental I-Skills will include an exercise from “Thinker Toys” by Michael Michalko. “Thinker Toys” is a handbook of creative-thinking techniques designed to change the way you think.